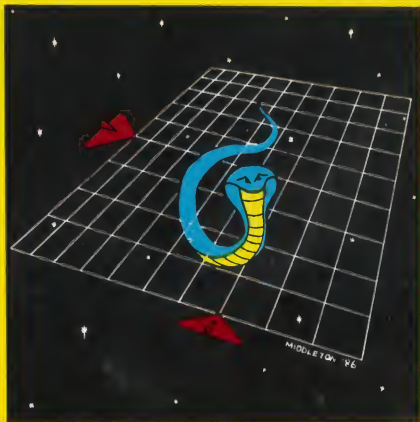


# PANDAMONIUM

The First Encounter.



**SEGA** Recreational

**PANDA-SOFT**



# **PANDAMONIUM**

## **distributed in Australia by PANDASOFT**

Written by Brett Merriman of PANDASOFT

1. Plug joystick into port 1. This game does not operate without a joystick.
2. Cold start or type "BOOT". This is a System disk only.
3. Press the fire button during the title screen to start game.  
Press the fire button at Game Over to reset to the title screen.
4. Press SPACEBAR to halt game play at any time. Pressing SPACEBAR again resumes play.
5. If you press RESET then the game will automatically update the high score and return to the title screen.
6. When a snake segment is hit it mutates into a bomb which changes shape and will eventually drop if not destroyed. Shooting the bombs causes them to change even faster however they can only be destroyed when they are white in colour.
7. The twin lasers at left and bottom of grid will randomly fire at you.  
Beware!
8. If you hit either a snake or a bomb with your ship you will be destroyed.  
Beware!
9. A new ship can be given every 10,000 points however, this will only happen if you have less than five ships in your fleet.
10. Should you experience any problems, there is a one (1) month warranty on all products during which time the programme may be replaced by returning the original copy to . . .

PANDASOFT  
P.O. Box 60  
Kallangur  
QLD 4503

Please include a stamped self addressed postage bag with your return and name the point of purchase.

11. GOOD LUCK and enjoy the game!